

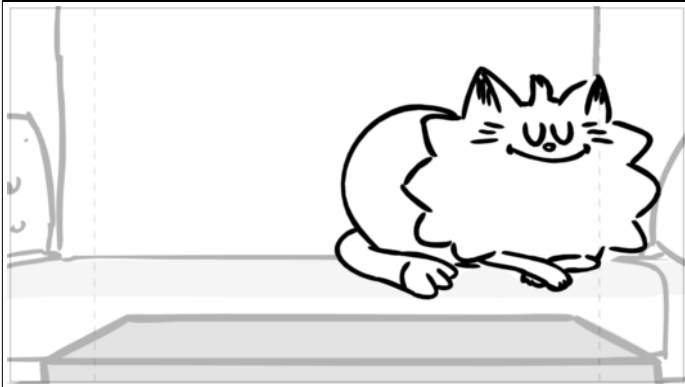
COUNTERFEIT CAT

'Heart of Garkness' Storyboard Test

24 Sep 2018

By Sam Dransfield
samuel.dransfield@gmail.com

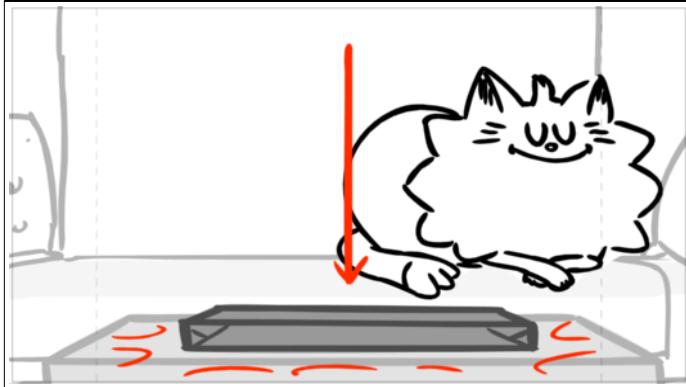
Scene 1 Panel 1



Action Notes

Open on MAX cat-napping on the sofa

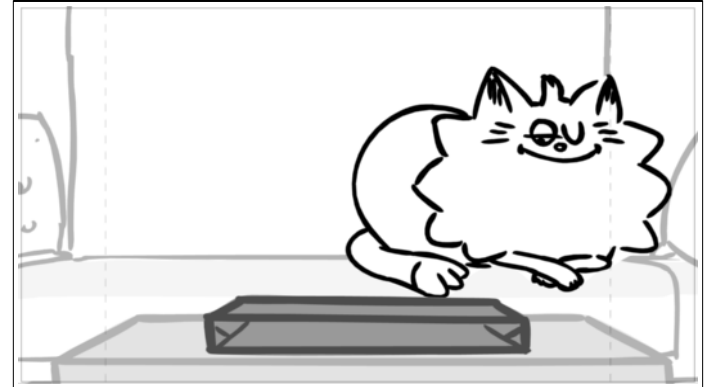
Scene 1 Panel 2



Action Notes

THWUMP! The brown box drops into frame (slight squash/stretch on landing)

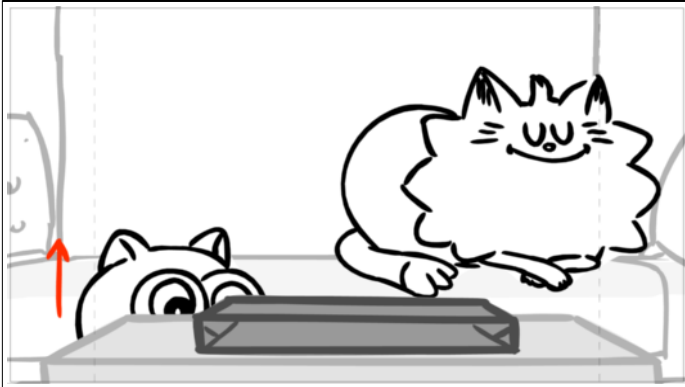
Scene 1 Panel 3



Action Notes

Max lazily opens an eye

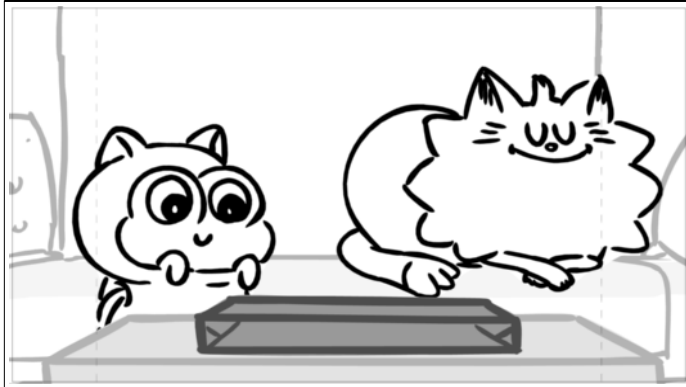
Scene 1 Panel 4



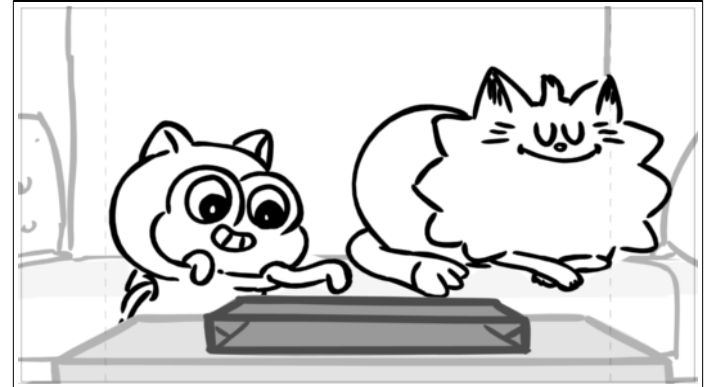
Action Notes

Max closes his eye, GARK slowly rises into view

Scene 1 Panel 5



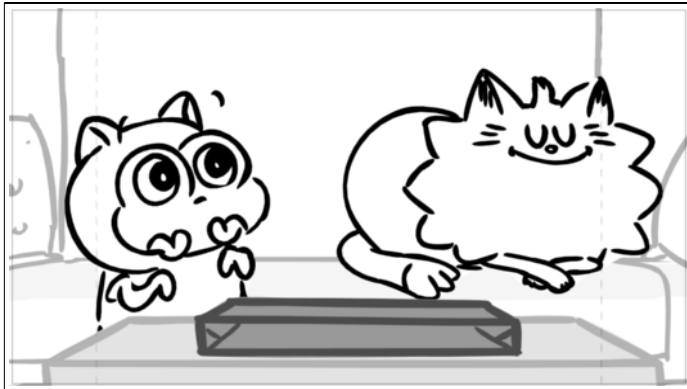
Scene 1 Panel 6



Action Notes

Curious Gark extends an arm (but doesn't quite touch)

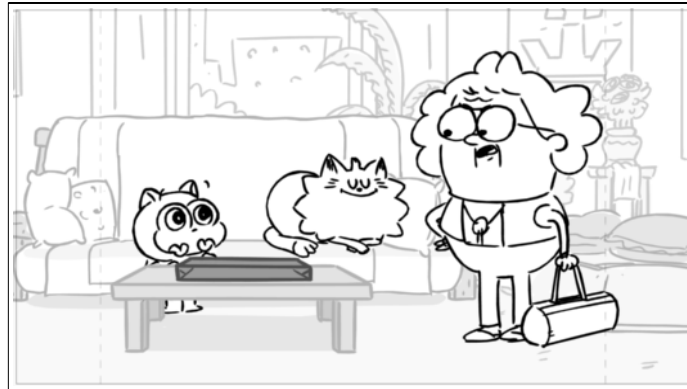
Scene	Panel
1	7



Dialog

BETTY (O.S): Ah ah ah!

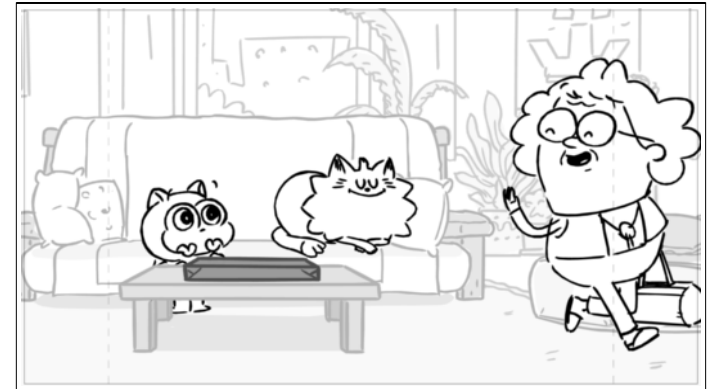
Scene	Panel
2	1



Dialog

BETTY: No touching till I get back!

Scene	Panel
2	2



Dialog

BETTY: Be good now

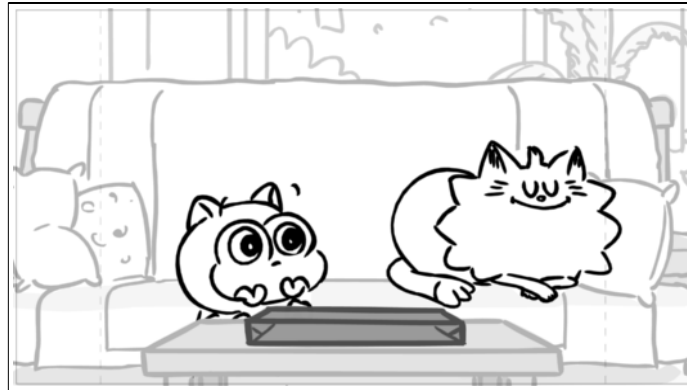
Scene 2 Panel 3



Dialog

BETTY: Betty's gotta--

Scene 3 Panel 1



Dialog

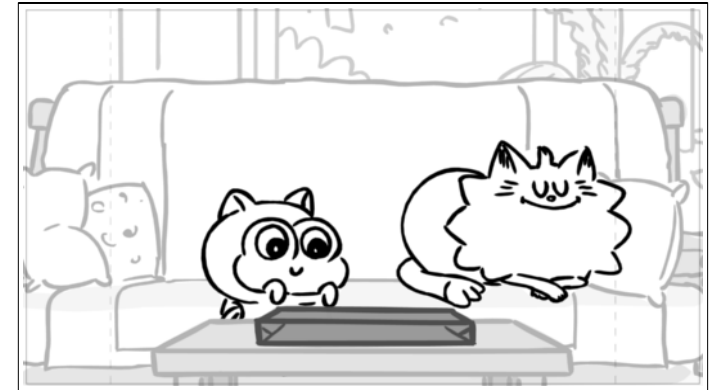
BETTY: --bounce!

SFX: DOOR SLAM

Action Notes

Gark watches Betty exit, we hear the DOOR SLAM O.S.

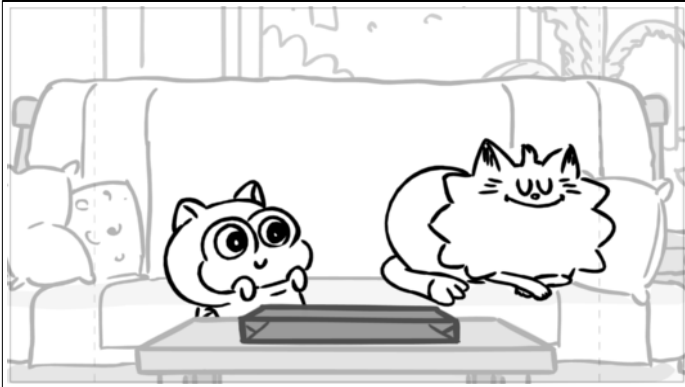
Scene 3 Panel 2



Action Notes

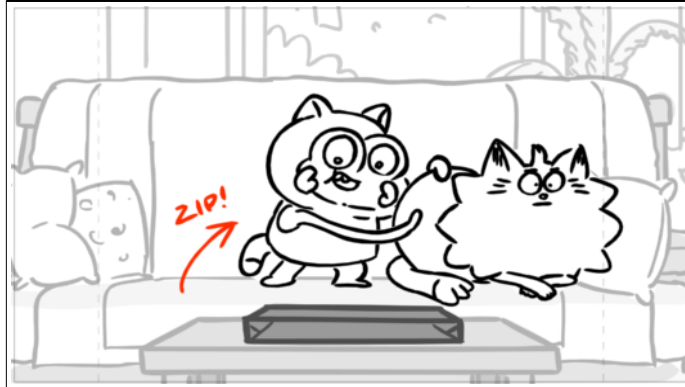
Gark looks at the box

Scene 3 Panel 3



Action Notes
Then up to Max

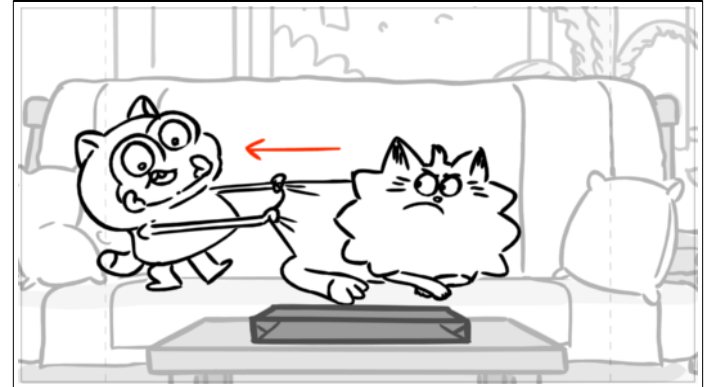
Scene 3 Panel 4



Dialog
GARK: Don't you want to--

Action Notes
Gark ZIPS up onto the sofa

Scene 3 Panel 5



Dialog
GARK: --know what it is, Max?

Action Notes
Gark pulls Max toward the box

Scene 3 Panel 6



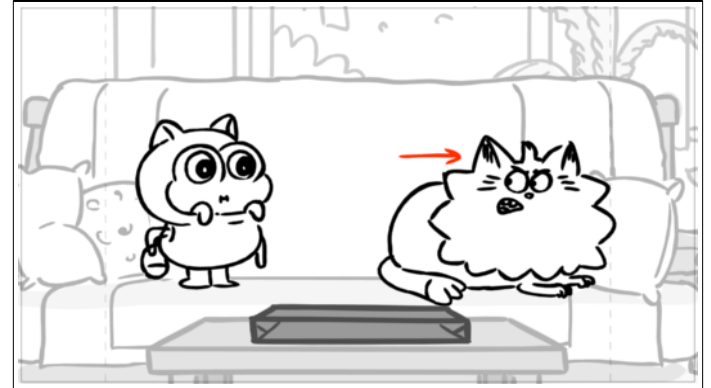
Scene 3 Panel 7



Dialog

MAX: Gark,--

Scene 3 Panel 8



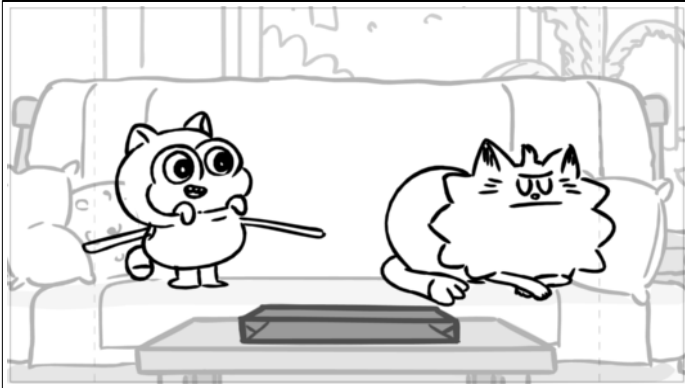
Dialog

MAX: --nothing good ever came out of a box.

Action Notes

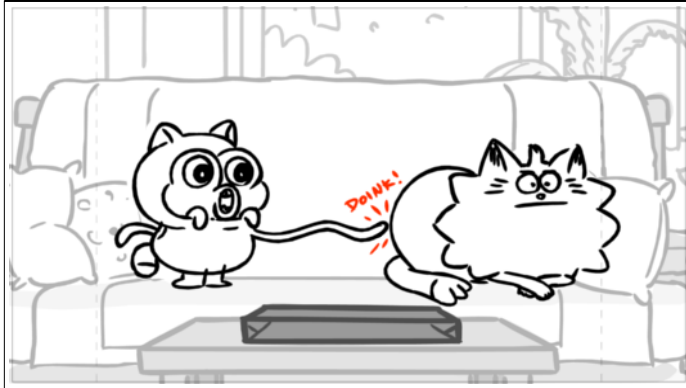
Max pulls away

Scene 3 Panel 9



Dialog
GARK: What about cat food?

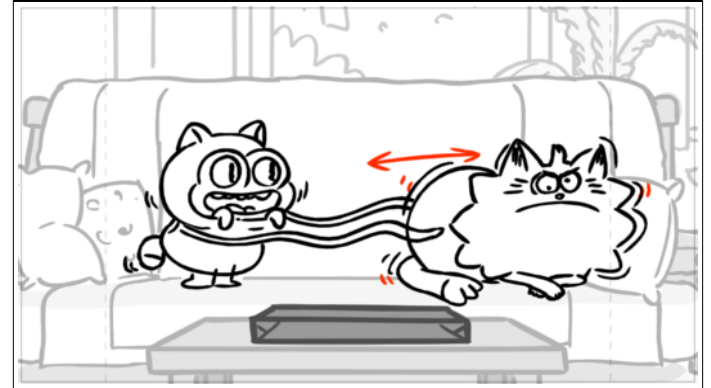
Scene 3 Panel 10



Dialog
GARK: And cat toys?

Action Notes
Gark pokes Max, disturbing him

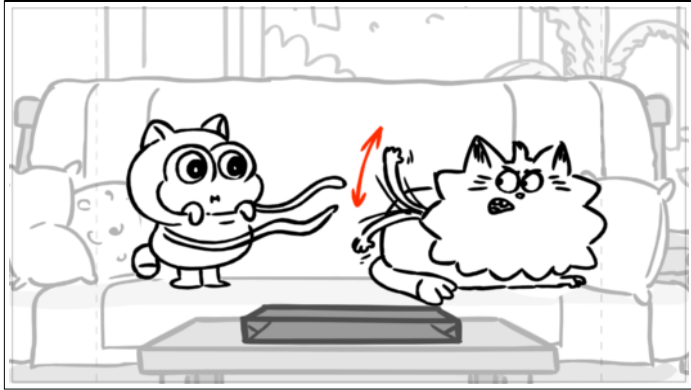
Scene 3 Panel 11



Dialog
GARK: And cat nip?

Action Notes
Gark full-on shakes Max

Scene 3 Panel 12



Dialog
MAX: All right all right!

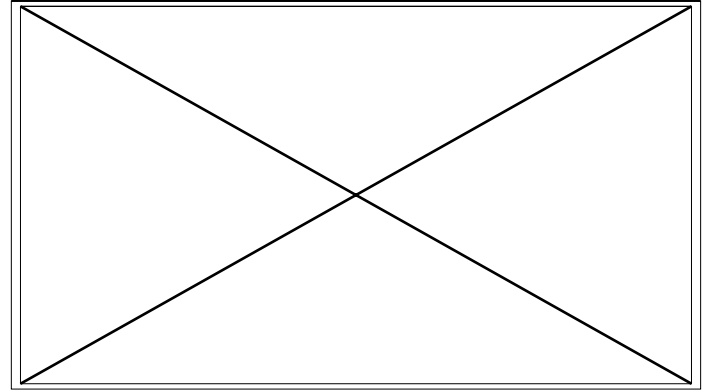
Action Notes
Max swats Gark away

Scene 4 Panel 1



Dialog
MAX: Just stay away from the box!

NO PANEL



Scene	Panel
4	2



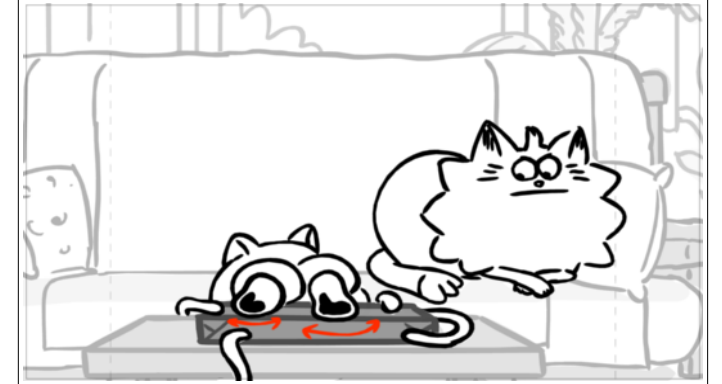
Dialog

MAX: It can only bring badness.

Action Notes

Push in on Max as the scene DARKENS (like Apocalypse Now's Colonel Kurtz telling of the horrors he's seen)

Scene	Panel
5	1



Dialog

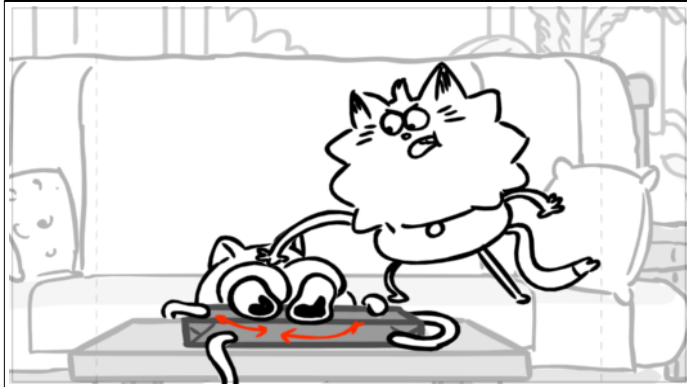
GARK: But I'm so curious!

Action Notes

Gark is now by the box, his eyes quite literally all over it. His eyes investigate the box like feelers.

SFX: <Gross slimy eye sound>

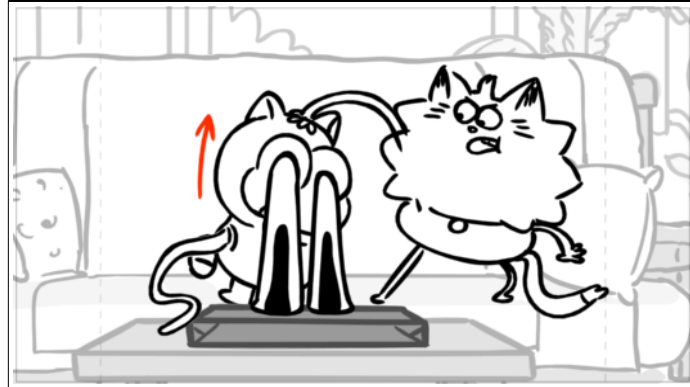
Scene 5 Panel 2



Dialog
MAX: Exactly.

Action Notes
Max picks Gark up

Scene 5 Panel 3



Dialog
MAX: Exactly.

Action Notes
Gark's eyes stay stuck behind a little as Max lifts him.

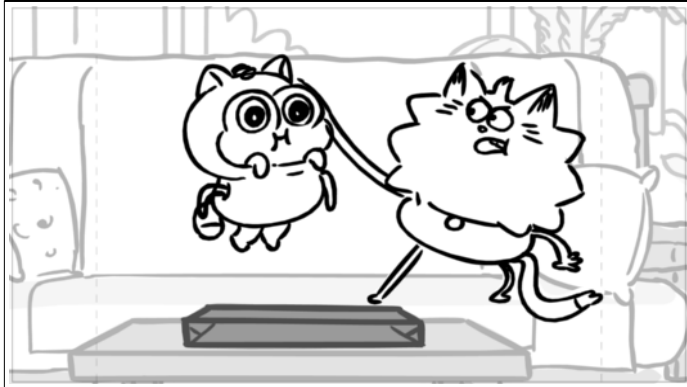
Scene 5 Panel 4



Dialog
MAX: Exactly.

Action Notes
Gark's eyeballs snap off the box (more gross slimy sounds)

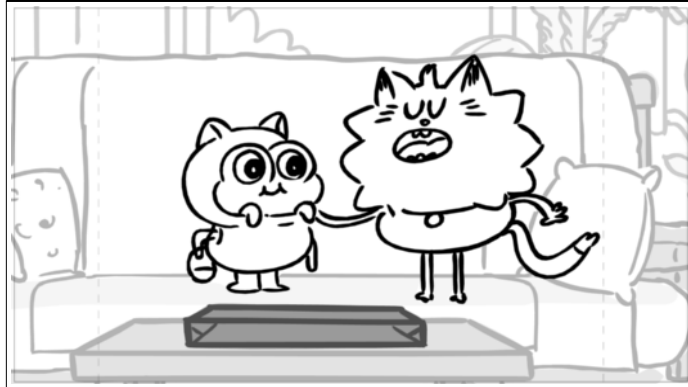
Scene 5 Panel 5



Dialog

MAX: Exactly.

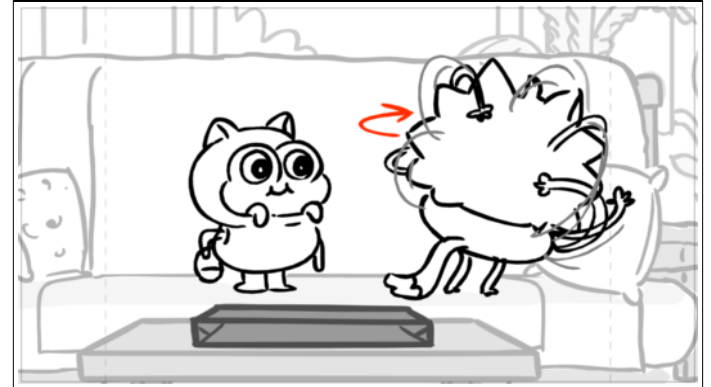
Scene 5 Panel 6



Dialog

MAX: I'm going to tell you something that I heard--

Scene 5 Panel 7



Dialog

MAX: --Betty say one time:

Action Notes

Max faces away from camera, arms in a frenzy as he restyles himself.

Scene 6 Panel 1



Scene 6 Panel 2

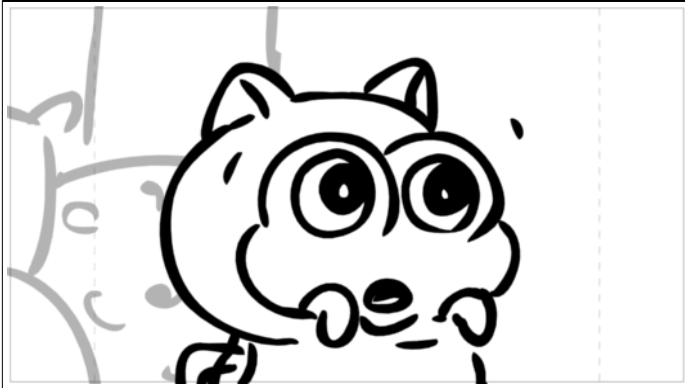


Dialog
MAX: "Curiosity killed the cat."

Action Notes
Max turns around, having styled his fur/face to look like (a somewhat disturbing version of) Betty.

Small CRASH-IN to emphasise.

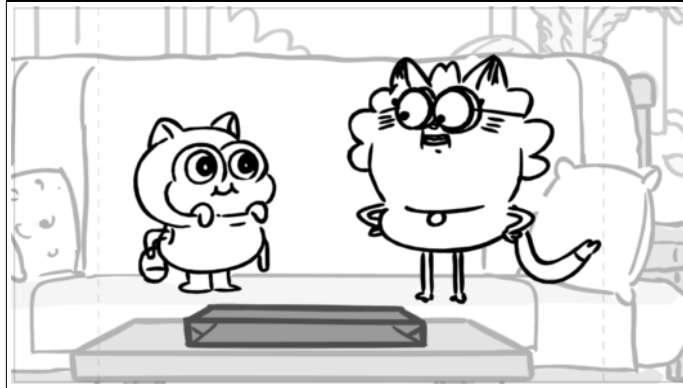
Scene 7 Panel 1



Dialog

GARK: Whoa.

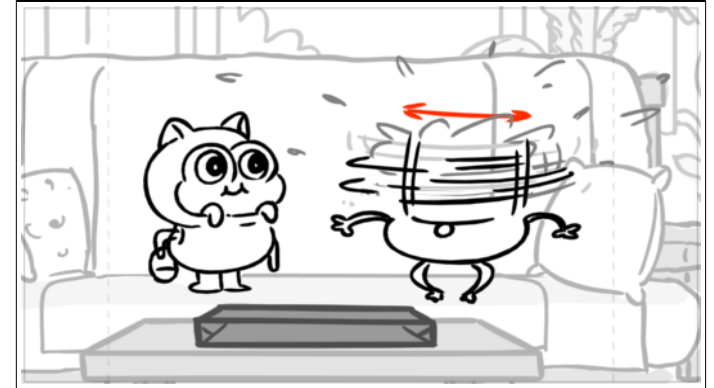
Scene 8 Panel 1



Dialog

MAX: Yeah. Now,--

Scene 8 Panel 2



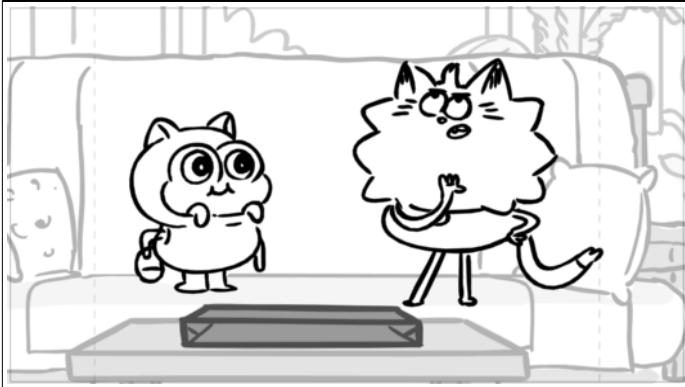
Dialog

MAX: --I have no idea who this Curiosity fellow is,--

Action Notes

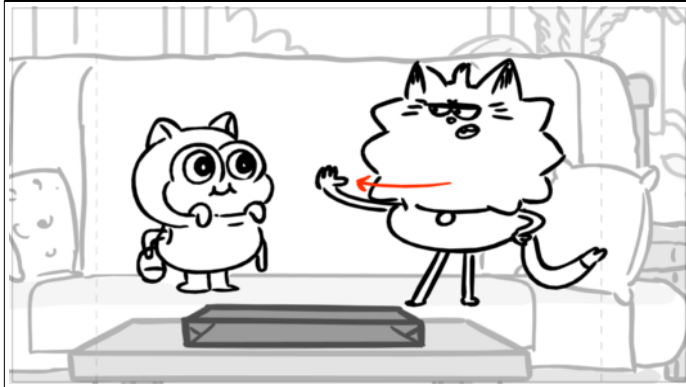
Max shakes the Betty look off his face

Scene 8 Panel 3



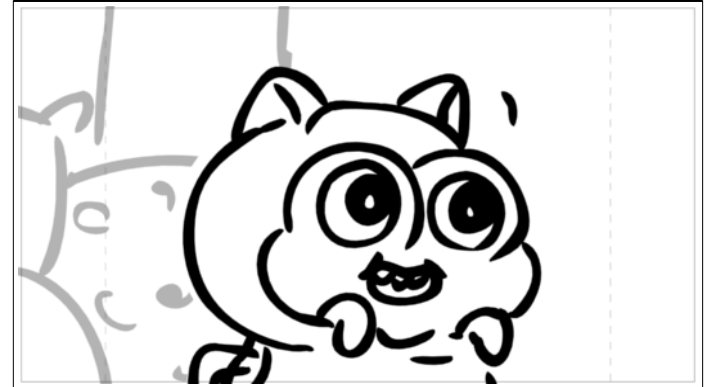
Dialog
MAX: --but I have exactly

Scene 8 Panel 4



Dialog
MAX: --zero desire to find out.

Scene 9 Panel 1



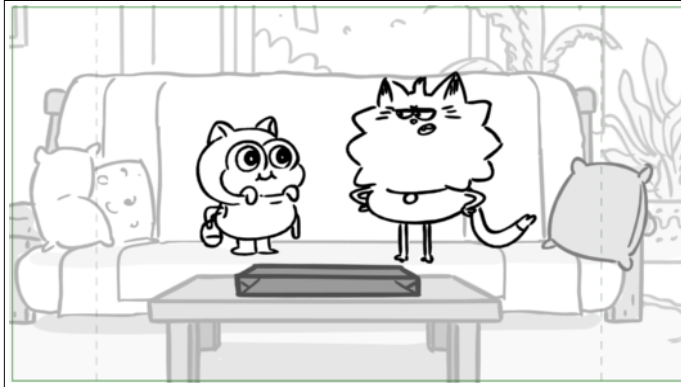
Dialog
GARK: Don't worry, Max.

Scene 9 Panel 2



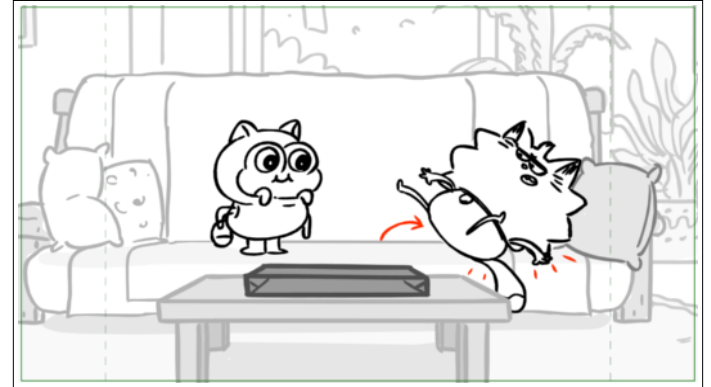
Dialog
GARK: I've already forgotten.

Scene 10 Panel 1



Dialog
MAX: Good.

Scene 10 Panel 2



Dialog
MAX: Now if you don't mind,

Action Notes
Max flops down on his back

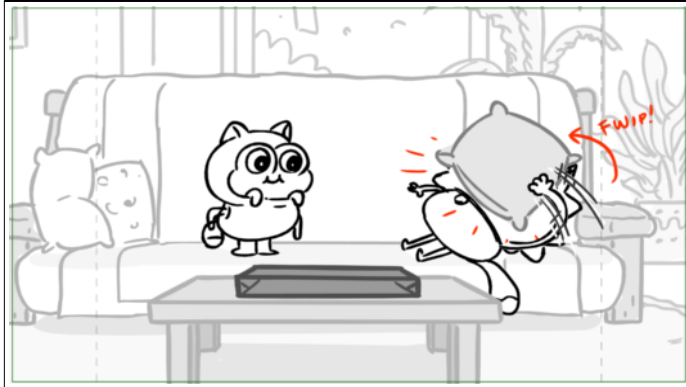
Scene 10 Panel 3



Dialog
MAX: I have a--

Action Notes
Reaches for a cushion

Scene 10 Panel 4

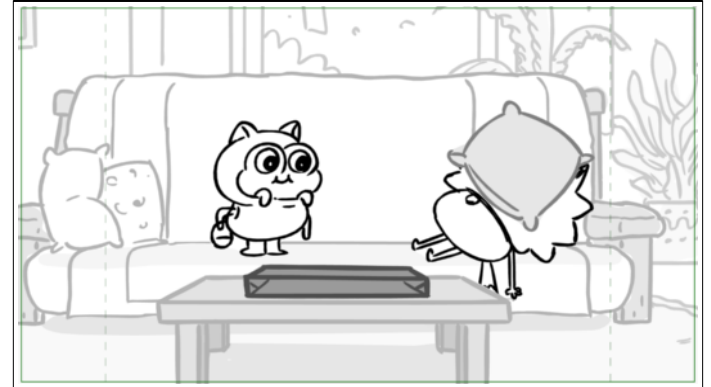


Dialog
MAX: --box to ignore.

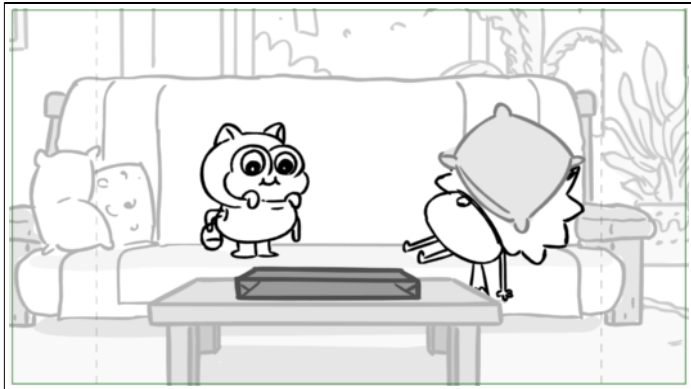
Action Notes
...and slaps it over his face.

SFX: SMAK!

Scene 10 Panel 5



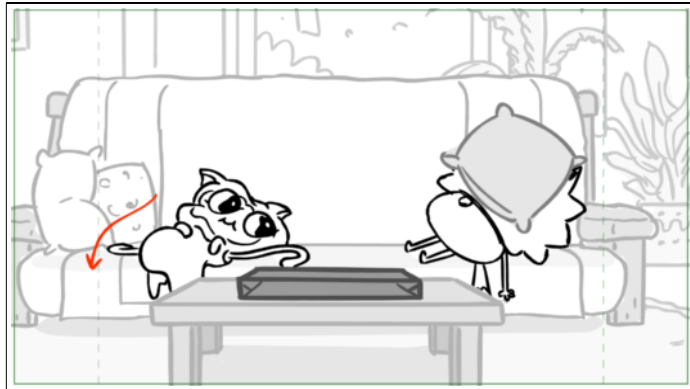
Scene 10 Panel 6



Action Notes

Gark eyes the box again

Scene 10 Panel 7

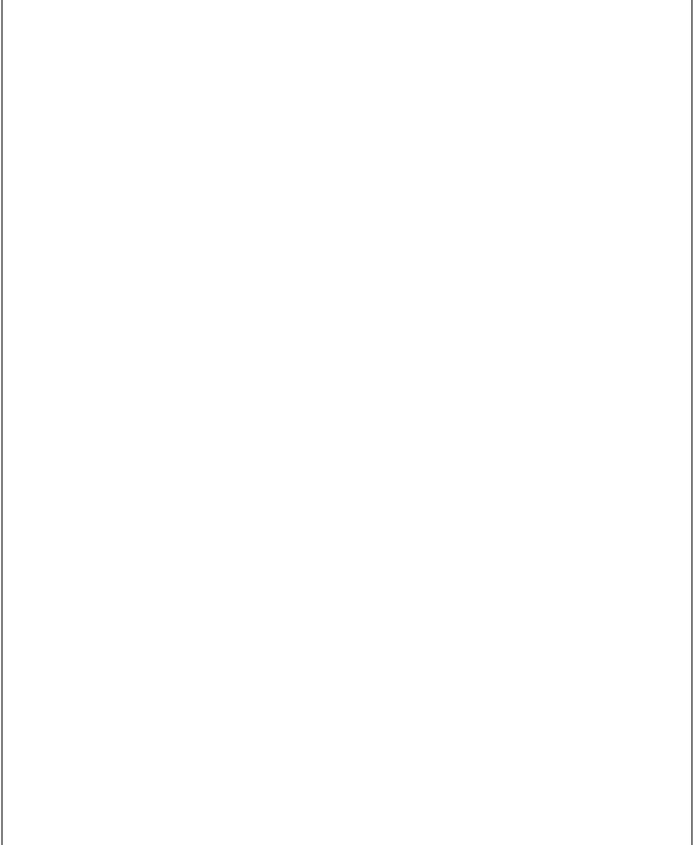
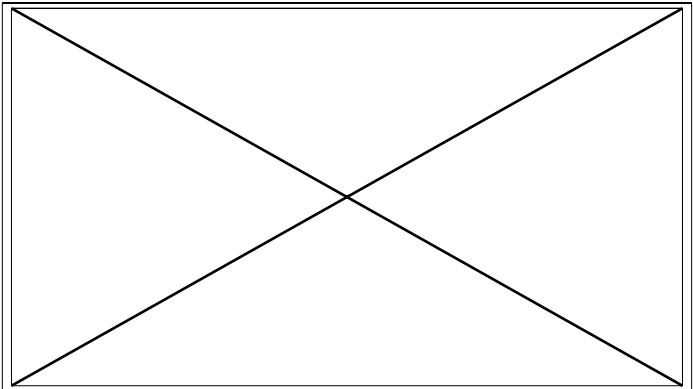


Action Notes

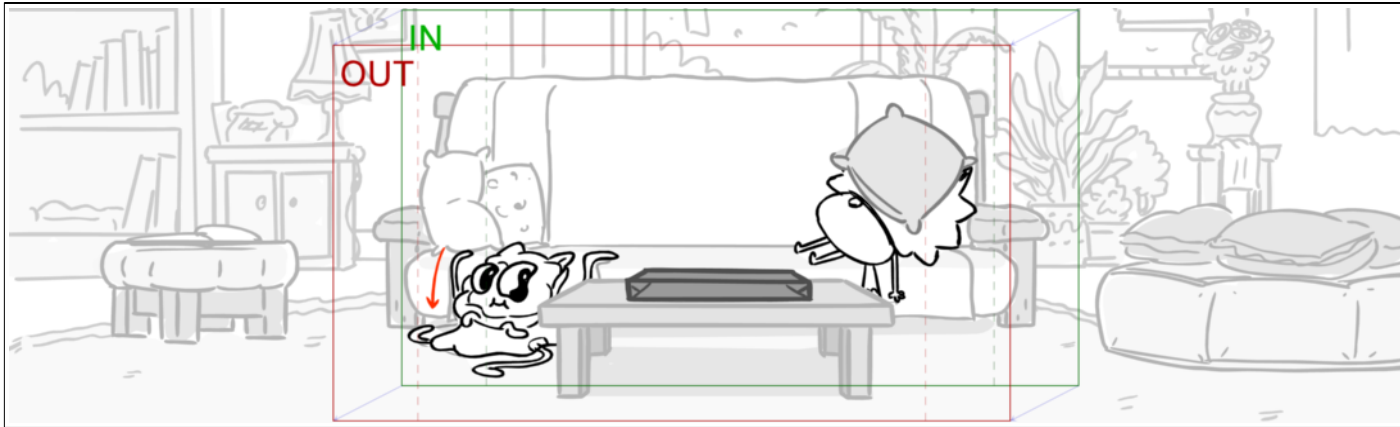
Gark goes jelly-like and flows like sludge, slinking off the couch

SFX: Slime noises

NO PANEL



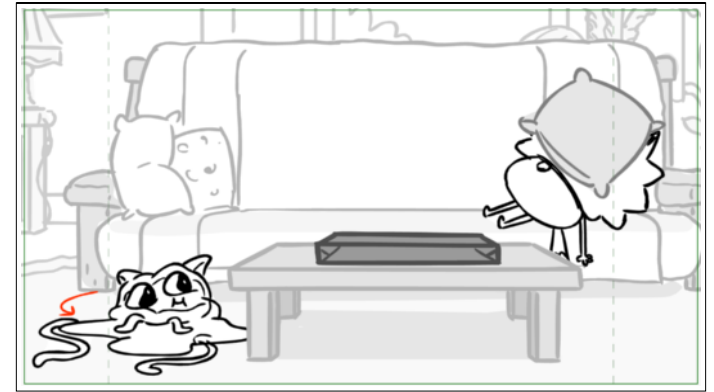
Scene	Panel
10	8



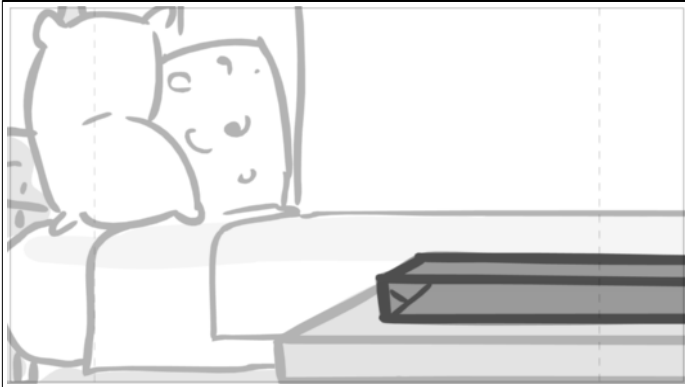
Action Notes

CAM ADJ. as Gark slithers over to the side of the table

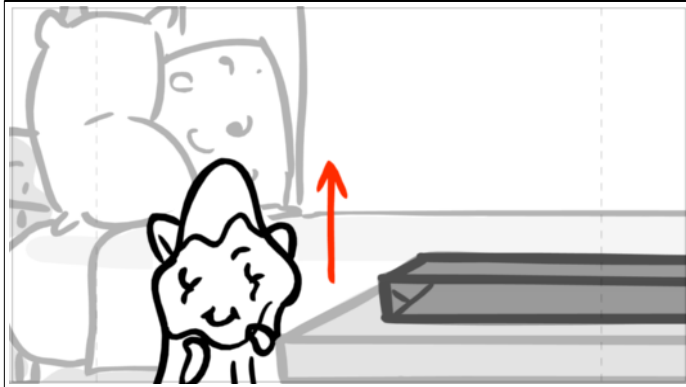
Scene	Panel
10	9



Scene 11 Panel 1



Scene 11 Panel 2



Action Notes

Gark rises into view, reforming from the liquid state, filling out his form

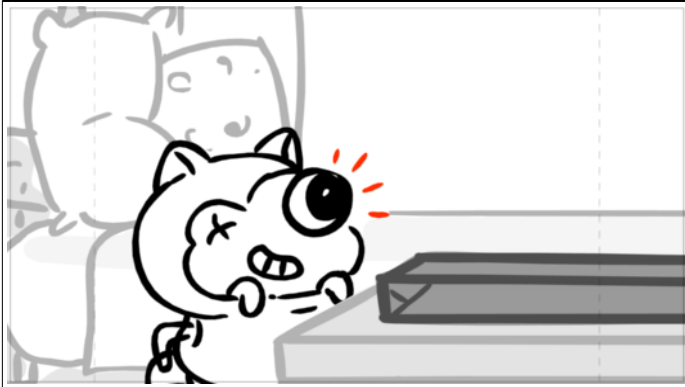
Scene 11 Panel 3



Action Notes

His eyes are the last part to pop out, as he re-inflates

Scene 11 Panel 4



Action Notes

Asymmetry on the eyes popping, first one...

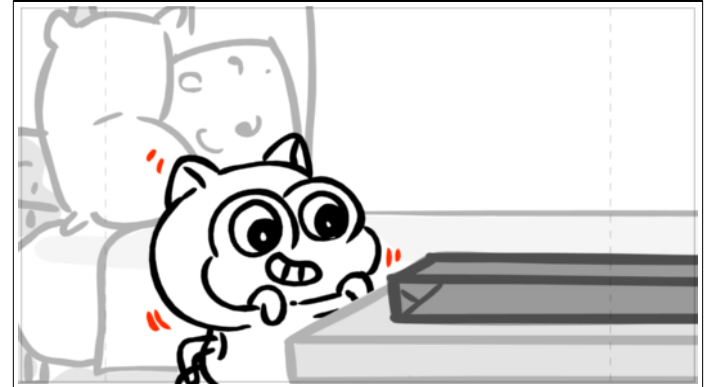
Scene 11 Panel 5



Action Notes

...then the other

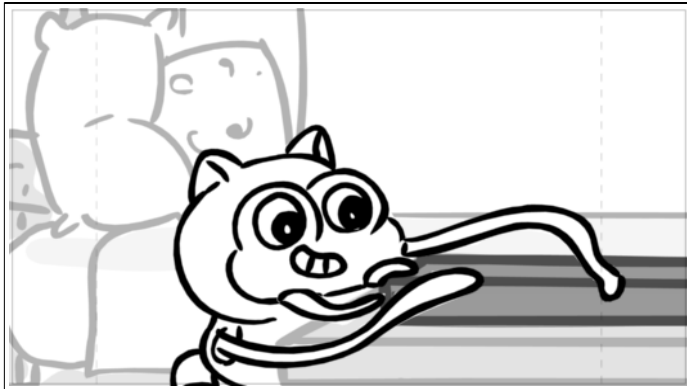
Scene 11 Panel 6



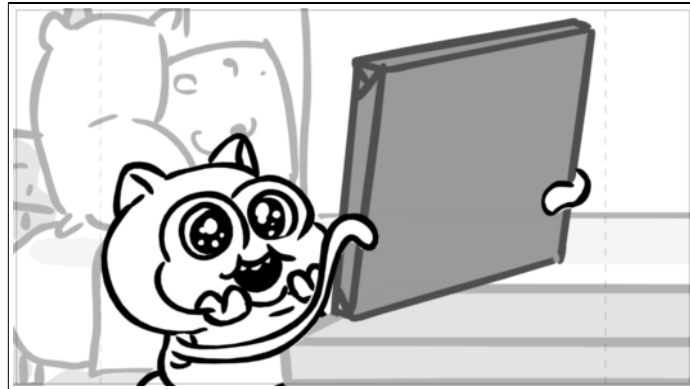
Action Notes

Action ends with a jiggle (imagine a balloon full of custard)

Scene 11 Panel 7



Scene 11 Panel 8



Scene 12 Panel 1



Action Notes

Gark marvels for a moment

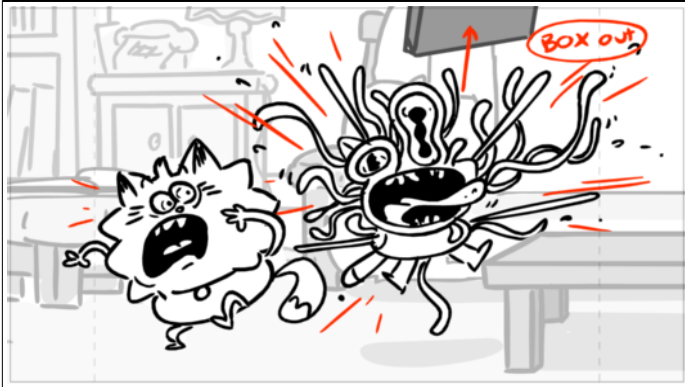
Dialog

MAX: GARK!

Action Notes

REVEAL Max standing behind Gark

Scene 12 Panel 2



Dialog

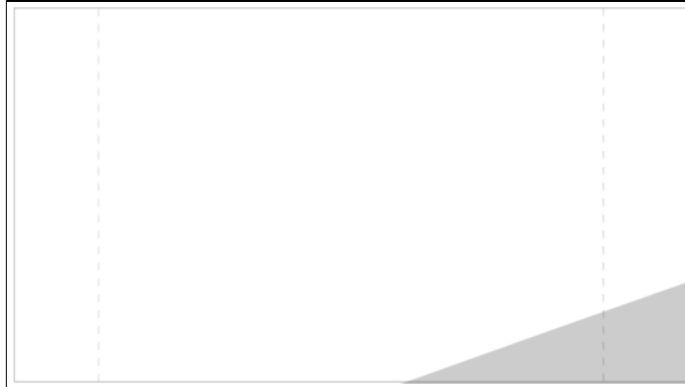
GARK: (screams)

MAX: (screams)

Action Notes

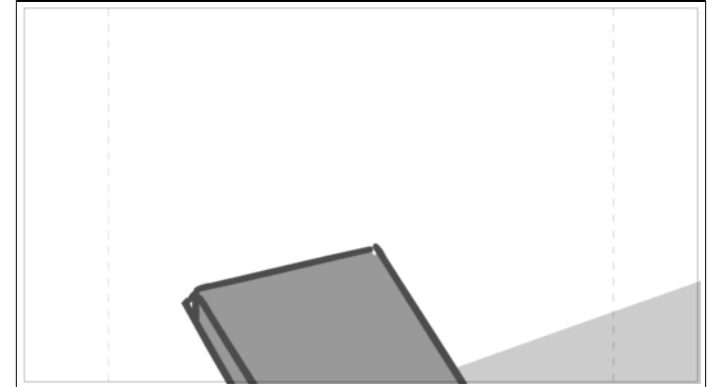
Startled out of his wits, Gark momentarily transforms into a LARGE FREAKISH ALIEN and HURL the box into the air in fright. Gark's reaction makes Max leap out of his skin too

Scene 13 Panel 1



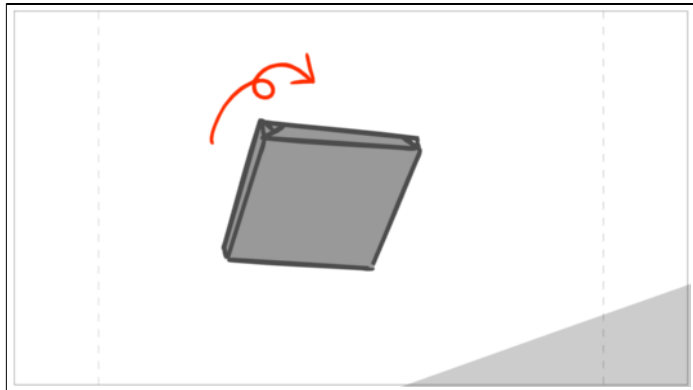
Blank panel for scene 13 panel 1.

Scene 13 Panel 2



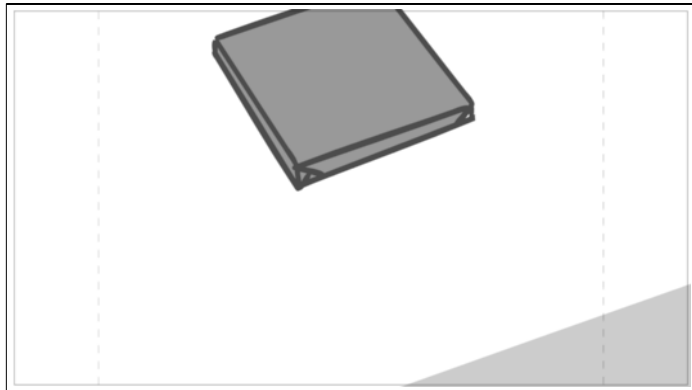
Blank panel for scene 13 panel 2.

Scene 13 Panel 3

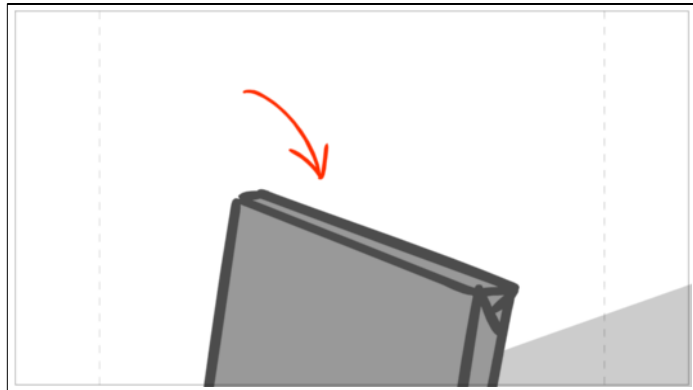


Action Notes
UPSHOT on the box flipping through the air

Scene 13 Panel 4



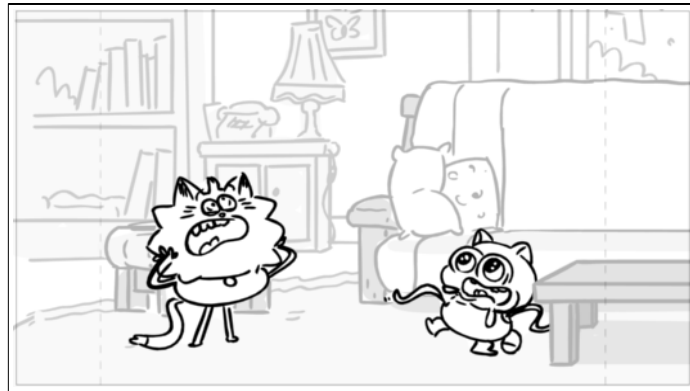
Scene 13 Panel 5



Scene 13 Panel 6



Scene 14 Panel 1



Dialog
MAX / GARK: (scream)

Scene 14 Panel 2



Dialog
MAX / GARK: (scream)

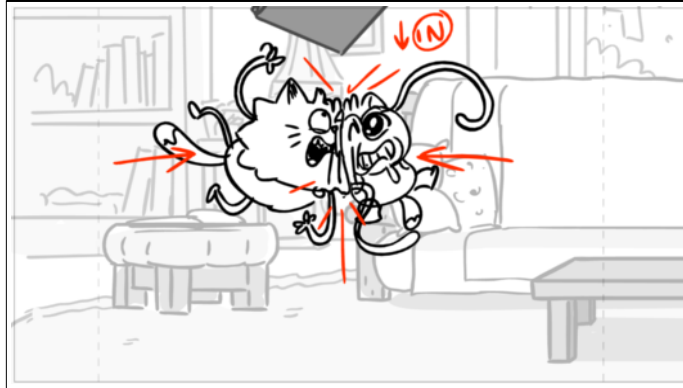
Action Notes
Antic. for leap

Scene	Panel
14	3

**Action Notes**

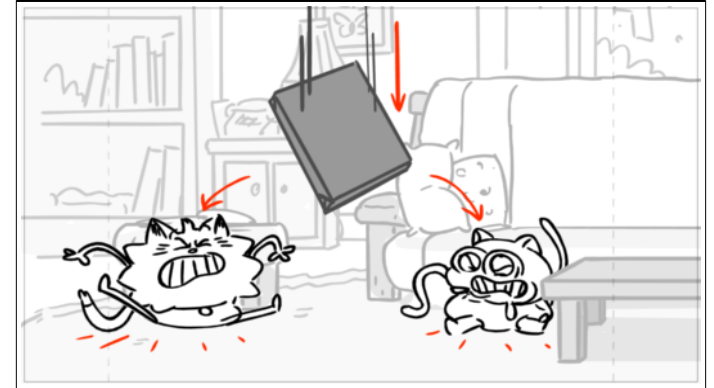
They both leap desperately for the box

Scene	Panel
14	4

**Action Notes**

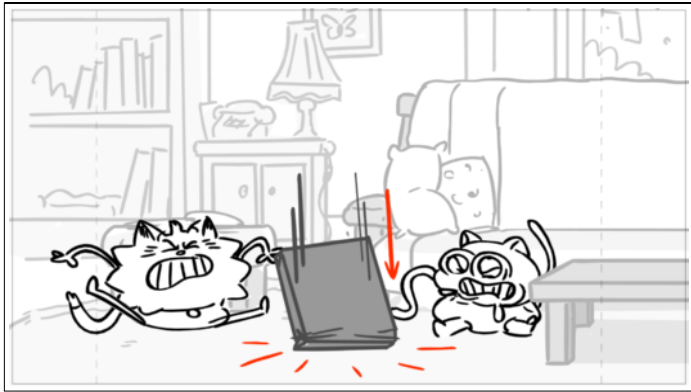
...but they crash head on into one another and smooch together as the box re-enters frame

Scene	Panel
14	5

**Action Notes**

They bounce apart and land with a bump as the box continues to fall

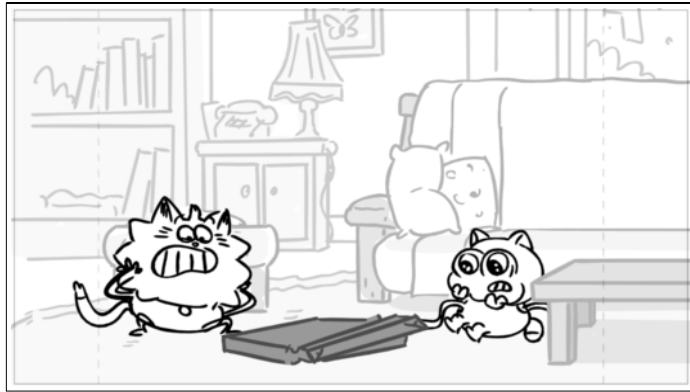
Scene 14 Panel 6



Action Notes

The box hits the floor - WHAM!

Scene 14 Panel 7



Scene 15 Panel 1



Scene 15 Panel 2



Action Notes

Max stands and steps forward a little, bending to pick up the box

Scene 15 Panel 3



Scene 15 Panel 4

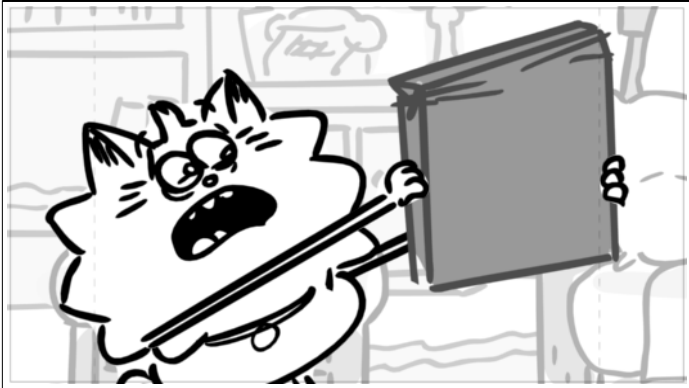


Action Notes

Max gives the box a shake

SFX: LOTS OF LITTLE PIECES RATTLING AROUND

Scene 15 Panel 5



Dialog
MAX: It's broken!

Scene 16 Panel 1



Dialog
MAX: We have to fix it or you know what Betty will do?

Scene 17 Panel 1



Dialog
GARK: G-get rid of you?

Scene 18 Panel 1



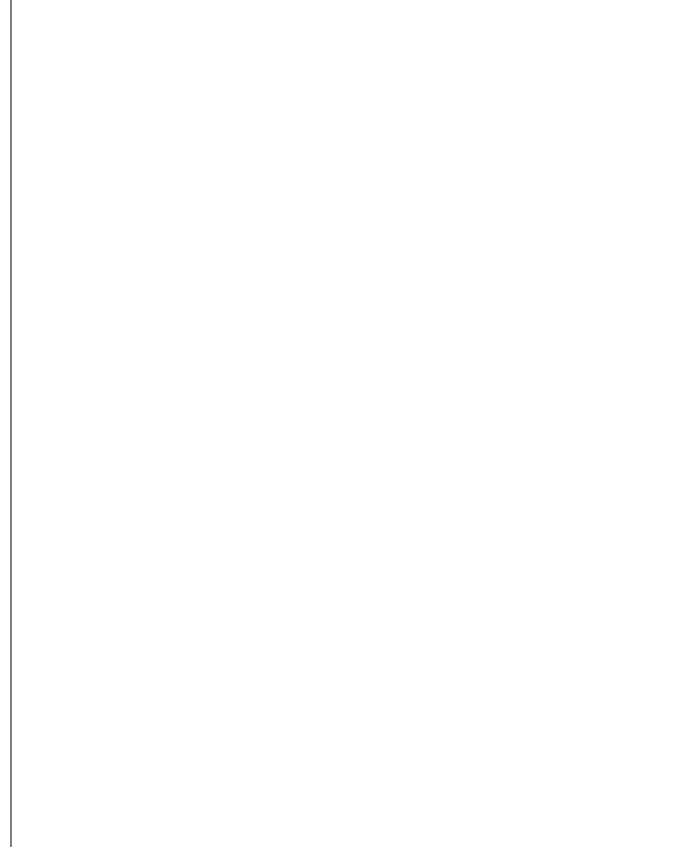
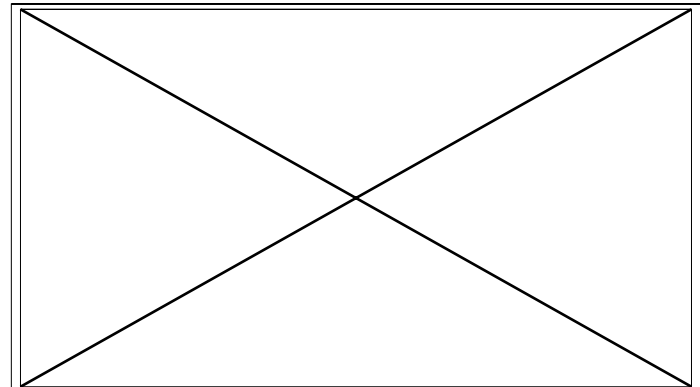
Dialog
MAX: Me?! Never.

Scene 18 Panel 2



Dialog
MAX: No, she'd want to buy another of...
of whatever it is,

NO PANEL



Scene	Panel
	18
	3

**Dialog**

MAX: but to make enough money to do that she'd... she'd...

Action Notes

Max's imagination starts to spin wildly - SLOW PUSH IN as he starts to fret, horror in his eyes again. He clutches the box tight, trembling

Scene	Panel
	19
	1

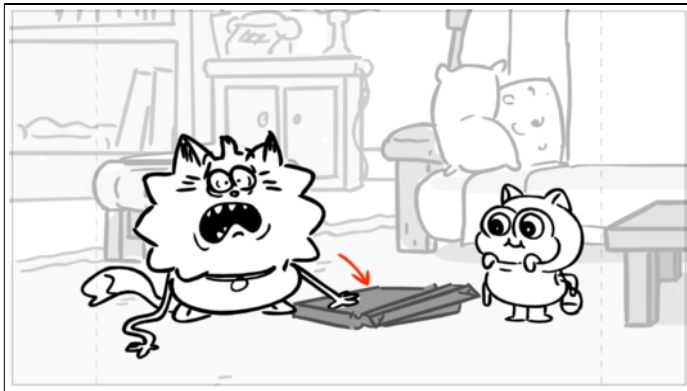
**Dialog**

MAX: ...set up a factory in the basement making cat toys.

Action Notes

Max frantic as he reels off his list of horrors, Gark just looking gormless

Scene 19 Panel 2



Dialog

MAX: Then she'd tie me to a chair--

Action Notes

Max drops to his knees

Scene 19 Panel 3



Dialog

MAX: --and make me work thirty-leven hours a day--

Action Notes

Max tugs at his face

Scene 19 Panel 4



Dialog

MAX: --and make me work thirty-leven hours a day--

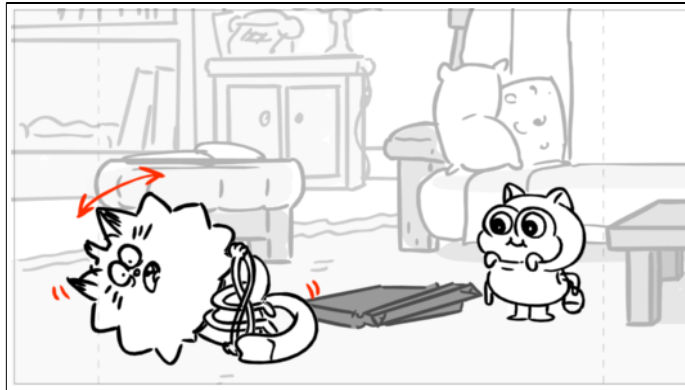
Scene 19 Panel 5



Dialog

MAX: --and worst of all?

Scene 19 Panel 6



Dialog

MAX: She wouldn't let me play with the toys I was making! It's horrible Gark!

Action Notes

Max has a full-on, foetal-position breakdown, rocking back-and-forth

Scene 20 Panel 1



Dialog

MAX (O.S.): Horrible!!

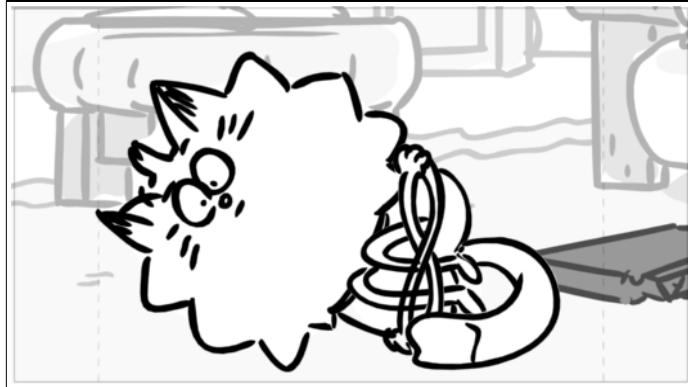
Scene 20 Panel 2



Dialog
GARK: Gark will never let you become a brainless factory worker!

Action Notes
Gark puffs his chest out.

Scene 21 Panel 1



Action Notes
Max pauses, stops rocking

Scene 21 Panel 2



Dialog
MAX: I never said brainless--

Scene	Panel
22	1

NO PANEL

NO PANEL

THE END!
THANKS for looking at
my work!
- Sam.D.
SAMUEL.DRANSFIELD@GMAIL.COM

